MediEvil™ Resurrection

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UCES-00006/ANZ

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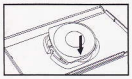
SONY COMPUTER ENTERTAINMENT®

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.

Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

UCES-00006

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ENGLISH

THE LEGEND OF SIR DANIEL FORTESQUE

For generations, children have been told the story of Sir Daniel Fortesque, the hero who died courageously at the Battle of Gallowmere saving the land from the evil sorcerer, Zarok. In fact Dan was in fact a bit of a coward, forced into battle and falling in the very first wave of arrows.

One hundred years later Zarok has returned, turning day into night and raising an undead army to conquer the land. But Dan has also been resurrected and given a second chance...

Is evil finally about to triumph over good?

Will Dan be a convincing hero or a complete coward?

Can he ever earn the respect of the true heroes of Gallowmere?

And is Al-Zalam really a powerful genie or just a hustler squatting in Dan's head?

It is time the past was consigned to the history books once and for all. The answers lie only in the future...

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the MEDIEVIL™: RESURRECTION disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the icon from the Home Menu and then select the icon. An image of the software will be displayed. Select the image and press the ⊗ button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™Game in their PSP™ system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the analog stick unless stated otherwise.

GETTING STARTED

The first screen displayed on boot up is the Language Select screen. Choose from English, French, Italian, German or Spanish and press the ⊗ button to confirm.

Next, a short cinematic sequence will introduce you to the world of MEDIEVIL™: RESURRECTION. Press the △ button if you want to skip this introductory sequence and access the Main Menu.

NOTE: To continue a previously saved game, insert a Memory Stick Duo™ containing your saved game data into your PSP™ system before starting the game.

NAVIGATING THROUGH MENU SCREENS

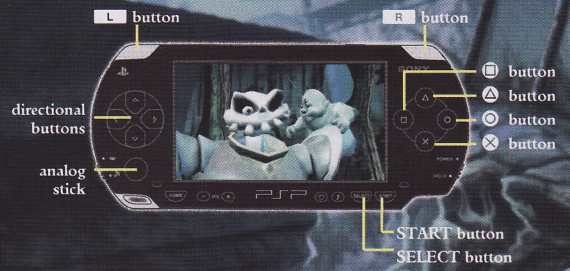
Press ↑ or ↓ to scroll through menu options and press the ⊗ button to confirm selections. Alternatively, press the △ button to cancel or return to the previous screen.

MAIN MENU

New Game	Begin a new game
Load Game	Load game data previously saved to Memory Stick Duo™
Multiplayer	Play Multiplayer games via Wireless link up
Mini Game	Try out a few of Gallowmere's favourite pastimes
Control	See the Pause Menu section of this manual
Sound	See the Pause Menu section of this manual

NOTE: Demo content for the following titles is accessible via the Home Menu:
FIRED UP™
WIPEOUT™ PURE

CONTROLS



Analog stick	Move
⊗ button	Quick attack / Context sensitive action
⊗ button (hold then release)	Special attack
□ button	Slow attack
□ button (hold then release)	Special attack
△ button	Daring dash (combat manoeuvre with shield equipped)
○ button	Jump
L button	Walk (shield if equipped)

R button (press)	Re-centre camera behind Dan
R button (hold)	Retain mode
SELECT button	Inventory
START button	Pause Menu

RETAIN MODE CONTROLS

Press and hold the R button to fix the camera behind Dan. He will continue to look forwards at all times, which can be useful when facing enemies or particular obstacles.

Analog stick ←	Sidestep left
Analog stick →	Sidestep right
Analog stick ↑	Forwards
Analog stick ↓	Retreat
◯ button	Jump

THE GAME SCREEN

1. Health meter
2. Life bottles (if collected)
3. The chalice and percentage completed (if the chalice has not been collected, this icon will be transparent)
4. Treasure
5. Current weapon and weapon status
6. Current shield and shield status
7. Targeting sprites

PLAYING THE GAME

ENERGY LEVELS AND LIFE BOTTLES

To the left of the game screen you will see a green bar which acts as Dan's energy meter. If this meter should become empty, Dan will die. Again.

Keep your eyes open for green health vials and bottles which - although he'll always look like he's been dead for the past hundred years - can be used to restore Dan's 'health'. You can refill both Dan's energy bar and any empty life bottles at 'health fountains', which you might come across during your travels. Bear in mind that each fountain contains only a limited amount of life energy, so use them wisely. Life bottles are used to replenish Dan's energy meter when it has reached zero.

THE CHALICE

A major part of Dan's quest is to make amends for his cowardly past and to prove himself a true hero. The legendary warriors of Gallowmere have set out a series of challenges that he must complete in order to earn their respect.

In many levels a golden chalice is hidden away. In these levels, Dan must first find the chalice and then use it to rescue and store as many of the lost souls Zarok has stolen and used to fuel his vile henchmen. Every time an enemy is defeated, their soul will be added to the chalice and once full, Dan will be granted access to the Hall of Heroes at the end of the level.

HALL OF HEROES

The Hall of Heroes is the final resting place for the bravest champions from all history; where their exulted souls spend an eternity reminiscing about their greatest triumphs.

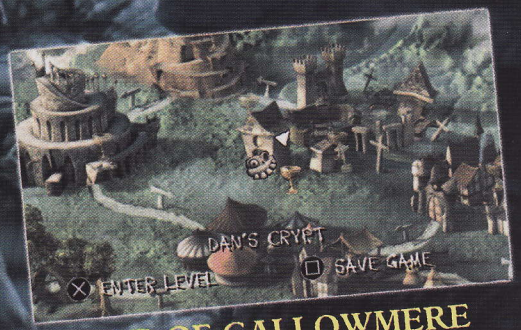
As Sir Dan was never actually a 'real' hero, he has to earn the right to tread these hallowed hallways by completing the chalice challenges. Each time he is granted access, Dan will be confronted by one of the true heroes of Gallowmere, whom, be it through chivalry or pity, will usually help him out.

TREASURE

Gold coins can be found scattered all over Gallowmere. Try and collect as much treasure as possible; you can use it to buy supplies which should aid Dan's quest.

SHOP GARGOYLES

The shifty wheeler-dealers of Gallowmere; give these gargoyles a whack to let them know you want to do some business. When prompted, choose 'Supplies' to purchase some ammo or health, or 'Services' to repair Dan's shields.



MAP OF GALLOWMERE

When you leave a particular location, the map screen will be displayed. Dan's skull indicates your position; push the analog stick to highlight the location from those available that you wish to visit and press the ⊗ button to confirm.

The map screen also indicates the status of each chalice in the game; levels where the chalice has been collected have a 'solid' chalice icon next to them. You can save your progress to Memory Stick Duo™ by pressing the □ button when on the map screen.

INVENTORY

Press the SELECT button to access Dan's inventory in order to choose weapons and items for use. Press ↑ or ↓ to highlight 'Melee Weapons', 'Ranged Weapons', 'Artefacts' or 'Keys' and push the analog stick ← or → to scroll through items. Press the ⊗ button to select an item for use or press the △ button to return to the game with no changes.

NOTE: If an item cannot be used at Dan's current location then the game will remain on the inventory screen when the item is selected.

RUNE STONES

Rune stones contain the earliest form of magical energy and were once used by the ancients to open gates and doorways. These stones can still be found today. For each lock, there will somewhere be a rune stone; when you find the correct one, place it in the lock, which looks like a begging hand.

NOTE: When in Dan's crypt, be sure to check out the handbooks and guides dotted around the chamber walls. Many of these books are updated as the adventure is completed and items collected, so a trip home once in a while might be a good idea. Also, keep an eye out for other books during the journey across Gallowmere; they might contain information that could get Dan out of a pickle.

COMBAT

There is only one way Dan will ever silence the sniggers of the true heroes of Gallowmere; he must prove his prowess and achieve success on the battlefield.

Now, you might think that being dead for so long would leave Dan feeling rather stiff and out of sorts. However, without muscles to pull and ligaments to sprain, he's actually more agile than ever and able to pull off a wide variety of attacking moves.

NOTE: Be sure to flick through the handbooks in Dan's crypt; they will help you learn how to launch a range of attacks and use different weapons most effectively.

MELEE WEAPONS

QUICK ATTACK

Press the ⊗ button to execute a quick attack. This is often necessary when Dan is being mobbed be a horde of enemies, but is relatively weak and won't inflict maximum damage.

SLOW ATTACK

Press the ▣ button to perform a slower, more harmful attack; practice your timing to make sure you get these attacks in before an enemy is able to land a blow.

COMBOS

As well as the basic quick and slow attacks, each weapon has a sophisticated range of advance attacks. You can learn how to use these advanced attacks by reading the relevant weapon handbook, found in Dan's crypt.

POWER UP ATTACKS

Holding down either of the attack buttons for a period of time permits many weapons to summon additional power, allowing Dan to execute more devastating attacks.

RANGED WEAPONS

When equipped with a ranged weapon such as a bow, a family of green sprites will appear to help Dan successfully hit his targets. The sprites fly ahead of Dan leaving a green trail as they seek out adversaries; whenever an enemy comes within targeting range, their colour will change to red.

NOTE: Some weapons, like the spear, can be used for both ranged and close-quarter combat. Experiment with these weapons to discover their strengths and weaknesses.

PAUSE MENU

Press the START button to pause the game. On the Pause Menu, press ↑ or ↓ to select one of the following options and press the ⊗ button to confirm:

Continue	Return to the game
Save Game	Save progress to Memory Stick Duo™
Load Game	Load previously saved progress from the Memory Stick Duo™
Restart Level	Start the current level from the beginning

Sound Settings Increase or decrease the Sound FX volume, Speech volume or Music volume, toggle subtitles ON or OFF and alter the subtitle language. Press the △ button to accept your changes or the ○ button to reset defaults

Control Options Toggle the 'Invert Axis' function, used in target games, ON or OFF and select one of four different control configurations, labelled A to D

Quit To quit the game and return to the Main Menu, select 'YES' when prompted

MULTIPLAYER GAMES

As much fun as it is spending all your time with the dead, the enchanted and the possessed, MEDIEVIL™: RESURRECTION also offers the opportunity to bring some of the magic of Gallowmere into the real world... take on other real-life people!

In Multiplayer mode, two players can compete via separate PSP™ systems by means of the Wireless (WLAN) function (Ad Hoc Mode).

After selecting Multiplayer, choose either Host Game or Search for Game to find a game that someone else is hosting. Make sure that the WLAN switch on your PSP™ system is ON before trying to begin mini games.

NOTE: See the Mini Games section of this manual for an explanation of each game.

SETTING UP MULTIPLAYER GAMES

Using the PSP™ system's Home Menu, all players should select 'Settings', then 'Network Settings', and set 'Ad Hoc Mode' to 'Automatic'. If the 'Automatic' setting does not enable everyone to establish a connection, all players should then select either '1ch', '6ch' or '11ch' (i.e. all using the same setting).

HOST GAME

Press ↑ or ↓ to highlight the game you would like to host and press the ⊗ button to confirm. You will then be taken to the game screen, where you must wait for an opponent to join your game.

SEARCH FOR GAME

Select Search for Game to join an opponent's game. A list will be displayed indicating the host's name and the available game types; press ↑ or ↓ to select the game you wish to join and press the ⊗ button to confirm.

NOTE: The host's name is taken as the user 'nickname' associated with that particular PSP™ system. This is created and amended via the Home Menu.

MINI GAMES

Whilst the Arrow O' Fate and Vermin Control mini games are available when you play MEDIEVIL™: RESURRECTION for the very first time, others will only become accessible once you have visited Gallowmere Plains in the main game.

NOTE: Mini games can be accessed from both the Main Menu and the carnival in Gallowmere Plains. Prizes (such as cash and the carnival tokens) will not be available through playing mini games launched outside of Gallowmere

Plains (i.e. via the Main Menu). To have the full list of mini games available via the Main Menu you must load a saved game file, saved after reaching Gallowmere Plains in the main game.

Push the analog stick ⬆ or ⬇ to select a mini game to play and press the ⊗ button to confirm.

With the exception of 'Weapon Master' each mini game consists of nine individual challenges and three increasingly difficult levels; complete all three challenges on any given level to access the next group of three. Complete all challenges within a game to earn a Carnival Token.

Weapon Master works in a different way. Find each featured weapon in the realm of Gallowmere to access the corresponding challenge.

On certain mini games you will be given a grading at the end of each challenge attempt. A gold grade will mean that the challenge has been completed, but a truly great performance will earn a magic grade resulting in a cash bonus.

PIT O' DEATH

Kill all enemies to successfully complete the challenge. Dan can use any of the weapons in his inventory and pick up health vials during the game. Just watch out for the pits!

GUARDIAN O' THE BELL

Protect the bell at all costs! Use any weapon in Dan's inventory to defend the bell and complete the challenge.

ARROW O' FATE

Shoot out the targets, but keep an eye on the time limit and make sure you don't waste all your ammo! Watch out for additional time and ammunition targets to help you through this game.

TREBUCHET O' TERROR

Hit as many targets as possible before they disappear. Press and hold the ⊗ button to fire further and achieve the required score within the time limit to complete the challenge.

SHEPHERD'S DELIGHT

Herd an entire flock of chickens or sheep from start pen to target pen within the set time to succeed at this challenge. The spear at the top of the screen points the way to the target pen; the arrows point out individual animals.

VERMIN CONTROL

A medieval game of splat the rat! Clean up the area by ridding it of its rodent inhabitants. Get the required number within the time limit to clear the challenge.

WHACK A ZAROK

Dummy Zaroks spring up through the holes in the floor. Pummel as many of them as possible before they disappear; get the required number within the time limit to complete the challenge.

WEAPON MASTER

Take on a horde of enemies with only a single weapon at your disposal. Kill them all before you die or your weapon runs out of ammunition to be victorious.

BONUS FEATURES

Rumour has it that a fabled sword (Woden's Brand) is held by the imps of Gallowmere Plains and can be obtained by anyone skilled enough to complete all of the mini games.

CHARACTERS

SIR DANIEL FORTESQUE

Dan was once a professional soldier, captain of the royal battalion thanks largely to his tall stories of slain dragons and daring rescues. Even so, his duties were mainly ceremonial and until that fateful day he'd never really fought in a proper battle... Still, history remembers him as a great hero, so he has a lot to live up to now he has returned from beyond the grave. In death, Dan has the chance to become the hero he never was in life.

Frustratingly for Dan, his lower jaw is missing and he can't speak properly; to the bona fide heroes of Gallowmere, this makes him seem like even more of a halfwit than they remember.

AL-ZALAM

Al-Zalam was once a mighty genie, but a run-in with Zarok many, many years ago left him trapped inside Daniel Fortesque's empty skull! Now, all this fast talking, streetwise genie has are his memories and he likes to remind people of his halcyon days as often as possible.

Understandably, Al-Zalam harbours an enormous grudge against Zarok – so he has at least one thing in common with Dan. Hopefully this shared purpose will turn their uneasy alliance into something of a friendship...

ZAROK

A creepy, bitter and twisted (yet strangely effeminate) soul who has vowed to destroy Gallowmere. Zarok is evil personified; a tough, dangerous yet charismatic adversary who has perfected the arts of black magic and necromancy. This ancient sorcerer has spent a century nursing his hatred of our very own Sir Daniel Fortesque.

CREDITS

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Audio / Video Manager	Gary Richards
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Produced by	James Fitzpatrick
Performed by	City of Prague Philharmonic Orchestra and Chorus
Orchestral Contractor	Tadlow Music
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Soundtrack Available from	www.bobandbarn.com
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